

TANDY®

Cat. No. 26-3162

Color Computer 3



RAD **WARRIOR™**



BY EPYX®

Introduction

Earth: 2088

During disarmament talks, a cataclysmic fight flares up between the world's two mightiest military powers. Suddenly, without warning, a button is pushed and the Southern power's warheads streak toward their targets. The North's retaliation is swift and deadly. The loser, Earth, is plunged into a long, poisonous nuclear winter.

Earth: 3088

Centuries later, a new race of humans emerges from the chaos. The people are farmers and hunters—simple, strong, and peaceful.

In the midst of this gentle lifestyle an invasion force from another world fills the skies. The attack is savage—the invaders are without mercy—and many humans die.

The survivors are enslaved and herded deep into the Earth to mine its valuable ore. From their stronghold high inside a volcano, the alien tyrants rule with an iron fist.

But the Earth people devise a plot to overthrow the oppressors. The plan is based on an ancient blueprint describing the armor and weapons of the last civilization. If someone could find the armor and collect the weapons, that warrior could destroy the aliens!

When they can, the people of the Earth hide their newborn children and raise them in secret camps, teaching them the ancient arts of battle. As the young warriors grow and learn, one of them stands out as a champion. His name—Tal.

Now you are Tal—and the fate of the human race is in your hands!

Getting Started

System Components

You'll need the following equipment to play **Rad Warrior**:

- Tandy Color Computer 3 with at least 128K of memory
- Color monitor or television (monitor recommended)
- Joystick (optional)

Setting Up

WARNING: Make sure the Color Computer 3 is turned OFF before inserting or removing a Program Pak™.

1. Insert the **Rad Warrior** Program Pak, label side up, into the cartridge slot on the right side of the computer. If you're using a joystick, connect it to the left joystick port on the back of the computer.
2. Connect your color monitor or television and turn it on.

3. Turn on the computer. When the first screen appears, press a key to indicate your monitor type: **R** for RGB color monitor or **C** for color television or color composite monitor.
4. The **Rad Warrior** title screen appears. Press **Spacebar** to continue, then press **J** for joystick control or **K** for keyboard control. The game begins.

If you don't press **Spacebar** from the title screen, after ten seconds a demonstration game begins. Watch the demonstration to get an idea of the game action. Then press **R** to exit.

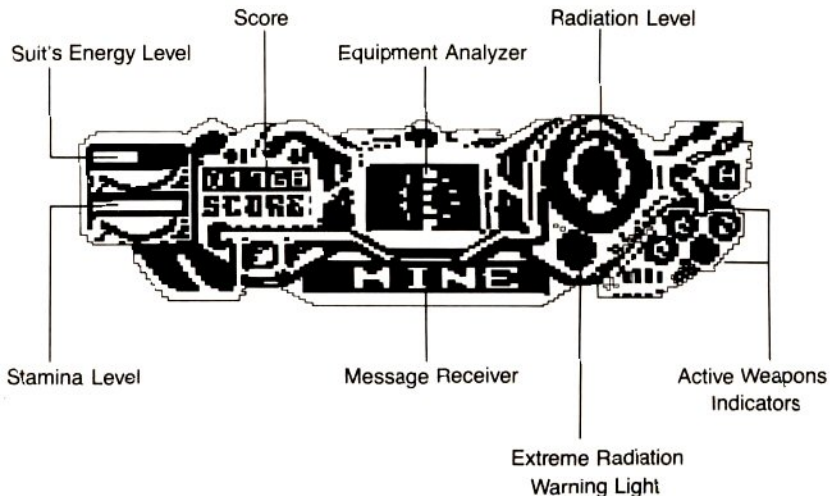
5. During a game, press **P** to pause. Press it again to resume play.
6. During or after a game, press **R** to begin a new game without returning to the selection screens. Or press the reset button on the back of the computer to quit a game and return to the first screen.

Playing the Game

As Tal, you must destroy the aliens' power center and save your people. Move Tal with either the joystick or keyboard.

Action	Joystick Control	Keyboard Control
Run or fly left.	Push handle left.	Press ← key.
Run or fly right.	Push handle right.	Press → key.
Jump while running.	Push handle left or right and press the Fire Button .	Hold down ← or → key and press Spacebar .
Jump while standing or fly up.	Push handle forward.	Press ↑ key.
Crouch, pick something up, fly down, or land.	Pull handle back.	Press ↓ key.
Throw a rock or fire the pulsar beam.	Release handle and press the Fire Button .	Press Spacebar .
Face forward.	Tap handle left or right (opposite your current direction).	Tap → or ← key (opposite your current direction).
Put on suit; enter transporter.	Stand in front of suit or transporter. Then nudge handle left or right to face forward.	Stand in front of suit or transporter. Then tap → or ← key to face forward.
Take off suit.	Land and face forward. Then move handle left or right.	Land and face forward. Then tap → or ← key.

Race through the forest, avoiding enemies or smashing them by throwing rocks. When you reach the ruined city you'll find the anti-radiation suit. Put it on to activate its control panel.



You begin the game with five rejuvenations. The control panel tells you your stamina level, the suit's energy level, and your score. You can also see the radiation level, what weapons you've picked up, and important messages.

Enemy hits and radiation sap your physical strength. Watch your stamina level—when it's exhausted you fall to the ground. As long as you have rejuvenations left you will revitalize. Whenever you're in the suit, your physical strength is re-energized. Your suit also loses strength when hit. Pick up energy cells to re-energize it.

After energizing the suit, collect all your other gear so you can survive and save your people. Your equipment and weapons are scattered around the forest, ruined city, and volcanic piles. They include:

- Gravity displacers—special boots that give your suit the power to fly.
- Pulsar beam—hand-held weapon for shooting enemies.
- Particle negator—protects the suit from the intense radiation inside the aliens' power center.
- Implosion mine—the bomb needed to destroy the power center.

- Transporter—device that swiftly returns you to your suit.
- Energy cells—supplies that re-energize your suit.

First get your gravity displacers (back in the forest). Then work your way toward the alien stronghold while collecting your other weapons. The suit cannot move through a force field, so you'll have to leave it to collect some weapons.

In the alien territory you must fight off deadly enemies including mutated wildlife, acid rain, and alien droids. Either destroy or avoid your foes by fighting them hand to hand, hitting them with your pulsar beam, throwing rocks, or jumping over them. When you leave the suit, you can return to it quickly by entering the transporter.

Once you're fully armed you'll be able to enter the aliens' generator rooms and penetrate the central reactor. Finally, destroy the power center by standing on the central generator. Your implosion mine will automatically count down and detonate.

If you survive all hazards and destroy the alien power center, your people will be free. If you fail, the human race is doomed to eternal enslavement and misery.

Enemies

As you get closer to the aliens' power center, the radiation level increases and the foes become more and more deadly. The harder your enemies are to destroy, the more points you earn for turning them into powder.

Mutant Flies, Jugoids, and Subtains You can destroy these mutated Earth forms fairly easily, although hand-to-hand combat with them saps your energy.

Patrol Droids Easy to destroy and a minor energy drain.

Bomber Droids While you can't destroy these droids, you can destroy the bombs they drop.

Leader Droids The toughest of the droids: hard to destroy and the biggest energy drain.

Sloths Ugly beasts that hang in the foliage, waiting to ambush you. They're lethal and indestructible.

Calibrated Gunners These robots shoot fire plasma bolts. You can't destroy them so stay out of range.

Acid Rain It drips from rocks, deadly and indestructible.

Flame Dragons These alien lizards congregate in volcanic areas, spitting gaseous flames. They drain your energy fast.

Hydraulic Spikes Hidden in the volcanic area, these lethal pieces of metal are energy draining and unstoppable.

More Radical Games for your Coco 3!



Reproduction of all or any portion of this manual is not allowed without specific written permission of Epyx, Inc.

EPYX, Fast Load, Maxx Out!, and Rad Warrior are trademarks or registered trademarks of Epyx, Inc. Tandy is a registered trademark of Tandy Corporation.

It's 2500 A.D. Do you know where your anti-radiation suit is?

Better find it quick, pal. You'll need it and its death-defying weapons. It's about time someone stopped those nasty mutant aliens...

- Enter 3 subterranean worlds: ancient city of ruins, mutant forest, and radioactive volcano.
- Battle countless mutants as civilization's last warrior.
- Collect weapons and suit components to get into and destroy the alien stronghold.

Requires Tandy Color Computer 3 with 128K of memory and a television or monitor. Game program © 1987 Palace Software, Ltd.



Custom Manufactured in U.S.A. for Radio Shack, A Division of Tandy Corporation.